



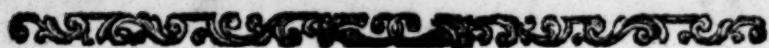
A SHORT
TREATISE

On the GAME of

QUADRILLE.



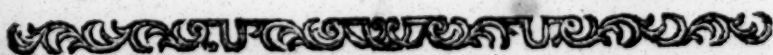
A



TO THE
R E A D E R.

THE Author has thought
proper to inform the Pub-
lick, That no Copies of these Books
are genuine, but such as are
signed by him.

Edmond Hoyle



A SHORT
T R E A T I S E

On the GAME of

Q U A D R I L L E.

S H E W I N G

The Odds of winning or losing most
Games that are commonly played;
either by calling a King, or by playing
Sans Prendre.

To which is added

The LAWS of the GAME.

By EDMOND HOYLE, *Gent.*^{sr}

L O N D O N :

Printed for F. C O G A N at the
Middle-Temple-Gate. 1744.

Price Two Shillings and Six Pence.



A Treatise on the Game of

QUADRILLE.

CHAP. I.

BECAUSE a Learner may be at a loss to know the Rank or Order of the Cards, when Trumps or not, the two following Tables shew them.

The Rank or Order of the Cards when not Trumps.

Clubs and Spades.	Hearts and Diamonds.
King,	King,
Queen,	Queen,
Knave,	Knave,
Seven,	Ace,
Six,	Duce,
Five,	Three,
Four,	Four,
Three,	Five,
Duce,	Six,
	Seven,
In all 9	
	In all 10

*The Rank or Order of the Cards when
Trumps.*

Clubs and Spades.

Spadille, *the Ace of
Spades,*

Manille, *the Duce
of Spades or of
Clubs,*

Basto, *the Ace of
Clubs,*

King,
Queen,
Knave,
Seven,
Six,
Five,
Four,
Three,

In all 11

Hearts and Diamonds.

Spadille, *the Ace of
Spades,*

Manille, *the Seven
of Hearts or of
Diamonds,*

Basto, *the Ace of
Clubs,*

Punto, *the Ace of
Hearts or of Dia-
monds,*

King,
Queen,
Knave,
Duce,
Three,
Four,
Five,
Six,

In all 12

You

Game of QUADRILLE. 7

You may observe by the foregoing Tables, that Spadille and Basto are always Trumps, therefore the red Suits have one Trump more than the Black.

There are three Matadores, *viz.* Spadille, Manille, and Basto.

Therefore, if an ordinary Trump is led, you are not obliged to play a Matadore upon it; but if Spadille is led, and you should have Manille or Basto unguarded, you must play it; also if Manille is led, and you shou'd have Basto unguarded, it must be played.

The Order of the False Matadores.

Clubs and Spades.	Hearts and Diamonds.
Manille, <i>the Duce</i>	Manille, <i>the Seven</i>
<i>of Clubs or of</i>	<i>of Hearts or of</i>
<i>Spades,</i>	<i>Diamonds,</i>
Basto, <i>the Ace of</i>	Basto, <i>the Ace of</i>
<i>Clubs,</i>	<i>Clubs,</i>
	Punto, <i>the Ace of</i>
	<i>Hearts or Dia-</i>
	<i>monds,</i>
King,	King,
Queen,	Queen,
Knave,	Knave,
Seven,	Duce,
Six,	Three,
Five,	Four,
Four,	Five,
Three,	Six,
In all 10	In all 11

You see by the foregoing Table the Order or Rank of the False Matadores.

We

We generally call them False Mata-
dores, if we begin at Basto and so pro-
ceed by Sequences to any Number.

C H A P. II.

I.

 HE first thing to be done after
you have seen your Cards, is, to
ask Leave, to pass, or play *sans*
prendre; and if you name a wrong
Trump, you must abide by it.

II.

If all the Players pass, he who has
padille is obliged to play, but if he
does not make three Tricks, he is not
casted.

III.

The Player ought to have a fair Pro-
bability of winning three Tricks when
he calls a King, to prevent his being
casted.

A 5

IV. There-

IV.

Therefore we will set down such Games only, as give a fair Chance to win the Game by calling a King, with Directions at the End of each Case what Trump you are to lead.

Calculations necessary to be understood by those who have made some Progress in the Game.

I.

I would know what is the Odds that my Partner holds one Card out of any two certain Cards.

Answer, That he holds one Card out of any two certain Cards is about 5 to 4 in his favour.

II.

I would also know what is the Odds that my Partner holds one Card out of any three certain Cards.

Answer, That he holds one Card out of any three certain Cards is about 5 to 2 in his favour.

An

An Explanation and Application of the foregoing Calculations.

I.

That your Partner holds one Card out of any two certain Cards.

Suppose you should hold one Mata-dore, it is by this Calculation evident, that it is 5 to 4 in your favour that your Partner holds one of the other two, and consequently you may play your Game accordingly.

Again, Suppose you call a King, and having a Knave and one small Card of a Suit in your Hand, by the foregoing Calculation, it is plain that you have 5 to 4 in your favour that your Partner holds either the King or Queen of that Suit, and consequently you have the Odds in your favour to win a Trick in that Suit.

II. That

II.

That your Partner holds one Card out of any three certain Cards.

Suppose you have no Matadore, but with the Assistance of one of them you have great Odds of winning the Game, you may observe, by the foregoing Calculation, that it is about 5 to 2 that your Partner holds one of them, you having none.

This Calculation may be applied to many other Cases, very useful to the Player.

*Games in Red which may be played,
calling a King.*

I.

Spadille, Manille, two small Hearts or Diamonds, the Queen of Clubs and one small one, and four small Cards of the other Suits. Lead a small Trump.

II. Spadille

II.

Spadille, Manille, two small Hearts or Diamonds, with the Knave and two small Clubs, and three small Cards of the other Suits. Lead a small Trump.

III.

Spadille, Manille, two small Hearts or Diamonds, three small Clubs, and three small Cards of the other Suits. Lead a small Trump.

IV.

Spadille, Punto, King, Queen, and one small Heart or Diamond, three small Clubs, the Queen, and one Spade. Lead Punto.

V.

Spadille, Punto, King, Knave, and one small Heart or Diamond, the Knave and two small Clubs, and two small Spades. Lead Punto.

VI.

Spadille, King, Queen, Knave, and one small Heart or Diamond, with the
Queen,

Queen, Knave, and one small Club, and two small Spades. Lead the King of Trumps.

VII.

Spadille, Three, Four, Five, and Six of Hearts or Diamonds, King of Clubs and one more, Queen and two small Spades; whether elder, or any other Hand, when you have the Lead play a small Trump, in the second Lead play Spadille.

VIII.

Manille, Basto, Punto, and two small Hearts or Diamonds, three small Clubs, and the Knave and one Spade. Lead Manille.

IX.

N. B. Manille, Basto, King, and two small Hearts or Diamonds, Queen and one small Club, and three small Spades. Lead Manille.

X.

N. B. Manille, Basto, Queen, and two

Game of QUADRILLE. 15

two small Hearts or Diamonds, Queen and two small Clubs, Knave and one Spade. Lead Manille.

XI.

Manille, Basto, with the three smallest Hearts or Diamonds, Queen and one small Club, Knave and two small Spades. Play a small Trump.

XII.

N. B. Manille, Punto, King, and two small Hearts or Diamonds, Queen, Knave, and one small Club, King and one small Spade. Lead Manille.

XIII.

Manille, Punto, Queen and two small Hearts or Diamonds, Queen and one small Club, King and two small Spades. Play a small Trump.

XIV.

Manille, Punto, and three small Hearts or Diamonds, Knave and one small Club, King, Queen, and one small Spade. Play a small Trump.

XV. Manille,

XV.

Manille, and the four smallest Hearts or Diamonds, Queen, and one small Club, King, Queen, and one small Spade. Play a small Trump.

XVI.

N. B. Basto, Punto, King, and two small Hearts or Diamonds; King, and Queen of Clubs, Queen, and two small Spades. Lead Basto.

XVII.

N. B. Basto, Punto, Queen, and two small Hearts or Diamonds, Queen, Knave, and one small Club, King and Queen of Spades. Lead Basto.

XVIII.

N. B. Basto, Punto, and three of the smallest Hearts or Diamonds, King and Queen of Clubs, Queen, Knave, and one small Spade. Play a small Trump.

XIX. Basto,

XIX.

Basto, and the four smallest Hearts or Diamonds, King and Queen of Clubs, Queen, Knave, and one small Spade. Play a small Trump.

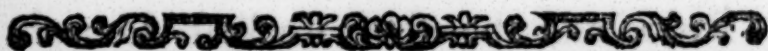
XX.

N. B. Punto, King, Queen, and two small Hearts or Diamonds, King, and Queen of Clubs, Queen, Knave, and one small Spade. Lead Punto.

XXI.

Punto, King, and three small Hearts or Diamonds; King, and Queen of Clubs, Queen, Knave, and one small Spade. Play a small Trump.

You are to observe that those Cases which are mark'd thus, (*N. B.*) are very good Games to play, and that you have the odds of your side, to win those which are not marked.



C H A P. III.

GAMES *in Black, which may be played, calling a King.*

I.



PADILLE, Manille, and two small Clubs or Spades, the Knave, and two small Hearts, and three small Diamonds. Lead a small Trump.

II.

N. B. Spadille, Manille, and two small Clubs or Spades, Queen, and two small Hearts, three small Diamonds. Lead a small Trump.

III.

Spadille, Manille, and two small Clubs or Spades, three small Hearts, three small Diamonds. Lead a small Trump.

IV. N. B.

IV.

N. B. Spadille, King, Queen, and two small Clubs or Spades, with the Queen and one small Heart, three small Diamonds. Lead the King of Trumps.

V.

Spadille, King, Knave, and two small Clubs; Queen and two Diamonds, two small Hearts. Play a small Trump.

VI.

Spadille, Queen, and three small Clubs or Spades, Queen and two small Hearts, two small Diamonds. Play a small Trump.

VII.

Spadille, and the four smallest Clubs or Spades, King and one small Heart, Queen and two small Diamonds. Play a small Trump.

VIII.

Manille, Basto, King, and two small Clubs or Spades, three small Hearts, and two small Diamonds. Lead Manille.

IX. Ma-

IX.

Manille, Basto, Queen, and two small Clubs or Spades, three small Hearts, Queen, and one small Diamond. Lead Manille.

X.

Manille, Basto, Knave, and two small Clubs or Spades, Knave, and one Heart, three small Diamonds. Lead Manille.

XI.

Manille, Basto, and three small Clubs or Spades, Queen, and two small Hearts, Knave, and one small Diamond. Lead Manille.

XII.

N. B. Manille, King, Queen, and two small Clubs or Spades, King, and one small Heart, Queen, Knave, and one small Diamond. Lead Manille.

XIII.

N. B. Manille, King, Knave, and two small Clubs or Spades, King, and one small
small

small Heart, Queen, and two small Diamonds. Lead Manille.

XIV.

Manille, King, and three small Clubs or Spades, Queen, and two small Hearts, King, and one small Diamond. Play a small Trump.

XV.

Manille, and the four smallest Clubs or Spades, King, Queen, and one small Heart, two small Diamonds. Play a small Trump.

XVI.

N. B. Basto, King, Queen, and two small Clubs or Spades, Queen, and two small Hearts, King and one small Diamond. Lead Basto.

XVII.

N. B. Basto, King, Knave, and two small Clubs or Spades, Knave and one Heart, King, and two small Diamonds. Lead Basto.

XVIII. Basto,

XVIII.

N. B. Basto, King, and three small Clubs or Spades, King and Queen of Hearts, Queen, and two small Diamonds. Play a small Trump.

XIX.

Basto, and four of the smallest Clubs or Spades, King and Queen of Hearts, Queen, Knave, and one small Diamond. Play a small Trump.

XX.

N. B. King, Queen, Knave, and two small Clubs or Spades, King and Queen of Hearts, Knave, and two small Diamonds. Lead the King of Trumps.

XXI.

King, Queen, Seven, Six, and Five of Clubs or Spades, King and Queen of Hearts, Queen, Knave, and one small Diamond. Lead the King of Trumps.

You are to observe that those Cases which are marked thus, (*N. B.*) are
very

very good Games to play, and you have the Odds of your side, to win those which are not marked.

N. B. You are to Call to your strongest Suit, except, you have a Queen guarded. And, if you are elder Hand, you have a fairer Chance to win the Game than if middle Hand, because you have an Opportunity of leading a Trump, which frequently makes your Adversaries play against each other.





C H A P. IV.

Cases calculated, shewing the Players the Odds of winning the following Games at Quadrille, fans prendre; and also such Games as ought not to be played fans prendre.

GAMES in Black, Elder Hand.

I.

 H R E E Matadores in Clubs, King and Six of Diamonds, King and Six of Hearts, King, Five, and Six of Spades. Play Trumps to all the elder-hand Games. The above Game wins 27 to 4.

II.

Three Matadores and the Three of Clubs, King and Six of Diamonds, King and Six of Hearts, and two small Spades.

Game of QUADRILLE. 25

Spades. The above Game wins 215 to 162, or about 4 to 3.

III.

Three Matadores, Three and Four of Clubs, King and Six of Diamonds, and three small Hearts. Wins 291 to 86, or above 10 to 3.

IV.

Three Matadores with the Three, Four, and Five of Clubs, two small Diamonds and two small Hearts. Wins near 10 to 1.

V.

Spadille, Manille, King, Knave, Three and Four of Clubs, two small Diamonds, and two small Hearts. Wins 4895 to 3022, or about 8 to 5.

VI.

Spadille, Manille, King, Three, Four, and Five of Clubs, two small Diamonds, two small Hearts. Wins about 8 to 5.

VII.

Spadille, Manille, King, Three and Four of Clubs, King and Six of Diamonds, and three small Hearts. Loses 1514 to 1125, or about 4 to 3.

VIII.

Spadille, Manille, Three, Four, Five, and Six of Clubs, two small Diamonds, and two small Hearts. Loses 1514 to 1125, or about 4 to 3.

IX.

Spadille, Manille, Three, Four, and Five of Clubs, King and one small Diamond, and three small Hearts. Loses 2234 to 405 or above 11 to 2.

X.

Three false Matadores and Three of Clubs, King and Six of Diamonds, King and Six of Hearts, King and Six of Spades. Wins 215 to 162, or about 4 to 3.

XI. Three

XI.

Three false Matadores, Three and Four of Clubs, King and Six of Diamonds, King, Six, and Five of Hearts. Wins 291 to 86, or above 10 to 3.

XII.

Three false Matadores, Three, Four, and Five of Clubs, King and Six of Diamonds, two small Hearts. Wins 1025 to 106, or near 10 to 1.

XIII.

Manille, Basto, Queen, Three, Four, and Five of Clubs, King and one small Diamond, two small Hearts. Wins 4895 to 3022, or above 8 to 5.

XIV.

Manille, Basto, Knave, Three, Four, and Five of Clubs, King and one small Diamond, two small Hearts. Loses 4162 to 3755, or almost 10 to 9.

XV.

Spadille, Three, Four, Five, and Six of Clubs, King and one small Diamond,

mond, King of Spades, King and one small Heart. He must lead a small Trump, and his Chance then for winning is 1749 to 890, or near 2 to 1 for winning.

XVI.

Spadille, Three, Four, Five, Six, and Seven of Clubs, King and one Diamond, King of Spades and King of Hearts. Wins about 275 to 2.





C H A P. V.

GAMES in Red, Elder Hand.

I.

 H R E E Matadores in Hearts, King and one Diamond, King and one Spade, King and two Clubs. Wins 24 to 11, or above 2 to 1.

II.

Three Matadores and Three of Hearts, King and one small Diamond, King and Queen of Clubs, and two small Spades. Wins 7010 to 1661, above 4 to 1; besides the Chance that his Kings and Queen pass, though he shou'd not fetch out all the Trumps.

B 3

III. Three

III.

Three Matadores and Three and Four of Hearts, King and one small Club, and three small Diamonds. Wins almost 4 to 3.

IV.

Three Matadores, Three, Four and Five of Hearts, two small Diamonds, two small Clubs. Wins 291 to 86, or above 10 to 3.

V.

Spadille, Manille, Punto, Queen, Three and Four of Hearts, two small Diamonds, and two small Clubs. Loses 1706 to 1339, or above 5 to 4.

VI.

Spadille, Manille, Punto, Three, Four and Five of Hearts, two small Diamonds,
two

Game of QUADRILLE. 31

two small Clubs. Loses 1514 to 1125,
or above 4 to 3.

VII.

Spadille, Manille, King, Three, Four,
and Five of Hearts, two small Dia-
monds, two small Clubs. Loses 278 to
99, or about 14 to 5.

VIII.

Spadille, Manille, Three, Four, Five,
and Six of Hearts, two small Dia-
monds, two small Clubs. Loses above
3 to 1.

IX.

Spadille, Manille, Three, Four, Five,
and Six of Hearts, King and one Club,
two small Diamonds. Wins 1845 to
794, or above 9 to 4.

X.

Spadille, Manille, Two, Three, Four,
Five, Six of Hearts, two small Dia-
B 4 monds,

32 - *A short Treatise on the*
monds, one small Club. Wins above
9 to 1, nearer 10 to 1.

XI.

Four Matadores in Hearts, King and
two small Clubs, King and two small
Spades. Wins about 16 to 1. That
he fetches out the Trumps is 7206 to
1465, near 5 to 1; besides the Chance
for his King's passing, tho' the Trumps
shou'd not fall.

XII.

Three false Metadores and Three of
Hearts, King and one small Club, King
and one Diamond, King and one small
Spade. Loses 5791 to 2880, or above
2 to 1.

XIII.

Three false Matadores, Three and
Four of Hearts, King and one Club,
King

Game of QUADRILLE. 33

King and two Spades. Wins 215 to 162, or about 4 to 3.

XIV.

Three false Matadores, Three, Four and Five of Hearts, King and one small Club, two small Spades. Wins 291 to 86, or above 10 to 3.

XV.

Three false Metadores with the Knave, the Three, Four, and Five of Hearts, one small Diamond, two small Spades. Wins 1025 to 106, near 10 to 1; but you are to suppose the Lead is to come into your Hand a second time, without trumping with a Matadore.

XVI.

Three false Matadores with the Queen, the Three, Four and Five of Hearts, one small Diamond, two small Clubs. (As the former) wins near 10 to 1.

B 5

XVII. Ma-

XVII.

Manille, Basto, King, Three, Four, and Five of Hearts, King and one Diamond, two small Clubs. Loses 1514 to 1125, or about 4 to 3.

XVIII.

Manille, Basto, Queen, Three, Four, and Five of Hearts, King and one Club, two small Spades. Loses 278 to 99, or near 3 to 1.

XIX.

Manille, Basto, Three, Four, Five, and Six of Hearts, King and one Diamond, two small Clubs. Loses 2639 to 405, or about 6 to 1.

XX.

Spadille, Two, Three, Four, Five, and Six of Hearts, King and one Diamond, King of Spades, and the King of Clubs. That he fetches out three
Trumps

Trumps by playing Spadille, is above 4 to 1, and consequently above 4 to 1 for winning.

XXI.

Spadille, Three, Four, Five, and Six of Hearts, King and one Diamond, King and one Spade, and the King of Clubs.

That three sure Tricks in Trumps lie against the Player is 1384 to 1255, and consequently the Odds is against his winning the Game.

If he plays the Game, he must begin with leading a small Trump, for if he plays Spadille, he has no Chance at all.

At his second Lead he ought to play Spadille, having the fairest Probability of winning the Game by that Method of Play.

In all the Games of False Matadores, we have supposed the Player is not over-ruff'd

ruff'd before it comes again into his Hand.

N. B. If you should have a *Sans prendre* Game, and it shou'd be 5 to 4 for winning it, you are to consider that the Calling a King makes it a sure Game won, besides the Chance of winning a *Vole*; and therefore, upon a strict Calculation, it is found to be more adviseable to call a King in such a Case.

N. B. A good Player may play a weaker Game, either elder or younger Hand, than middle Hand.





C H A P. VI.

[LAWS *at* QUADRILLE.

I.



HOEVER names any Suit for Trumps, he must abide by it, tho' it should happen to be his worst Suit.

II.

If a Card happens to be faced in Dealing you must deal again, except it is the last Card.

III.

If you play with eleven Cards you are beasted.

IV.

If you play *Sans prendre*, or have Matadores, you are to demand them before
the

the next Dealer has finished his Deal, otherwise you lose the Benefit of them.

V.

If any Body names his Trump without asking leave, he is obliged to play *Sans prendre*, unless he is the younger Hand, and all the rest have pass'd.

VI.

If any Body plays out of his turn, that Card played, may be called at any time in that Deal, provided he does not revoke; or the Adversaries may demand the Partner of him, who played out of his turn, or his own Partner, to play any Suit he thinks fit.

VII.

After the Game is won, if the Person who won the sixth Trick plays a seventh Card, he is obliged to play for the *Vole*.

VIII. If

VIII.

If you have four Kings dealt you, you are at Liberty, either to call a Queen to one of your Kings, or to call one of your Kings; but you are not to call the Queen of Trumps.

IX.

If any Body separates a Card from the rest, he ought to play it, if the adverse Party has seen it, unless he plays *Sans prendre*.

X.

If the King called, or his Partner plays out of his turn, no *Vole* is to be play'd for.

XI.

No Person is to be beasted for a Renounce, unless the Trick is turn'd and quitted; and if any Person renounces,
and

and it is discover'd, if the Player should happen to be beasted by such Renounce, all the Parties are to take up their Cards and play them over again.

XII.

If Spadille is forced to play, he is not obliged to make his three Tricks.

XIII.

Whoever undertakes playing the *Vole*, has the Preference of playing, before him who offers to play *Sans prendre*.

XIV.

If all Parties agree to it, before you begin to play, let the Person have the Preference of playing who plays for the most Tricks; which will prevent small Games from being play'd.

XV. The

XV.

The Player is entitled to know who is his King called, before he declares for the *Vole*.

XVI.

When six Tricks are won, he who won the sixth Trick ought to say, I play the *Vole*; or, I do not play the *Vole*; or, I ask ---- and nothing else.

XVII.

He who wins the *Vole*, is to take double the Stake play'd for, out of the Pool.

XVIII.

He who asks leave (if elder Hand) may play *Sans prendre*, in Preference to any of the other Players.

XIX.

If you have one King only, you may call your self, but must win six Tricks.

XX. If

XX.

If you play the King surrendred, he must win six Tricks who demands the King of any Body.

XXI.

He who has passed once, (unless he has Spadille) has no right to play afterwards; also, he who has asked the Question is obliged to play, unless some Body else plays *Sans prendre*.

XXII.

If the Player, or his Friend, shew their Cards before they have won six Tricks, the Adversaries may call their Cards as they please, specifying each Card.

XXIII.

Whoever has asked leave cannot play *Sans prendre*, unless he is forced.

XXIV. You

XXIV.

You are at Liberty to look at the Tricks when you are to lead, but not otherwise.

XXV.

Whoever undertakes playing for the *Vole*, and does not succeed, has a right to the Stakes *Sans prendre*, and *Mata-dores* if he has them, having won his Game.

XXVI.

Forced Spadille cannot play for the *Vole*.

XXVII.

If any Person discovers his Game, he is not entitled to play the *Vole*.

XXVIII.

If there happen to be two Cards of the same sort, and found out before the Deal

Deal is ended, the Deal is void; but not otherwise.

XXIX.

No Body is to declare how many Trumps are played out.

XXX.

He who plays, and does not make three Tricks, is to be beasted alone, unless he plays forced Spadille.





To the R E A D E R.

THE Author of the above Treatise gives Notice, That he has reduced the Price of it, that it may not be worth any Person's while to Purchase the Pirated Editions which have been obtruded upon the World, which are extremely incorre^t; and that he will not undertake to explain any Case but in such Copies as have been set forth by himself, or that are authoris'd as Revis'd and Correc^ted under his own Hand.

Several Purchasers of the former Editions having been intirely at a loss how to apply the Calculations, were obliged to have recourse to the Author to explain them, which was both troublesome and expensive; in this Edition he has explained the Use of them, and has also given the Signification of the Technical Words.

N. B. At the particular Desire of several Persons of Quality, The **L A W S** of the **G A M E** are printed on a fine Imperial Paper, proper to be Framed, or made Screens of, that the Players may have them before them to refer to, if any Dispute should arise.
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WHIST; (as play'd at Court, *White's* and
George's Chocolate-houses; at *Slaughter's*, and the
Crown Coffee-houses, &c. &c.)

Containing the *Laws of the Game*, and also some *Rules*,
whereby a Beginner may, with due Attention to
them, attain to the Playing it well

Calculations for those who will Bet the Odds on any
Point of the Score of the Game then playing and
depending.

Cases stated, to shew what may be effected by a very
good Player in Critical Parts of the Game.

References to Cases, viz. at the End of the Rule how
you are directed to find them.

Calculations, directing with moral Certainty, how to
play well any Hand or Game, by shewing the
Chances of your Partner's having 1, 2, or 3 Certain
Cards.

With Variety of Cases added in the *Appendix*.

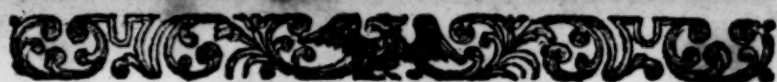
By EDMOND HOYLE, Gent.





☞ Whoever Pirates either of these Works will be sued. The Proprietor has already obtained an Injunction against Nine Persons for pirating or selling pirated Editions of one of them.





CONTENTS.

RANK or Order of the Cards when they
are not Trumps, Page 5

Rank or Order of the Cards when Trumps,
p. 6

Rank or Order of False Matadores, ibid.

Calculations and Explanations of them,
p. 10 to 12

Games to be play'd in Red, calling a King,
p. 12 to 17

Games to be play'd in Black, calling a King,
p. 18 to 22

Games to be play'd in Black fans prendre,
p. 24 to 28

Games to be play'd in Red fans prendre.
p. 29 to 36

Laws at Quadrille, p. 37 to 44



F I N I S.

158

